



ZERO HOUR

FANTASY CARTOGRAPHY



Amber Hart Inn

## Amber Hart Inn

by Ryan Wolfe of Ki Ryn Studios

<http://ki-ryn.com>

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### Overview

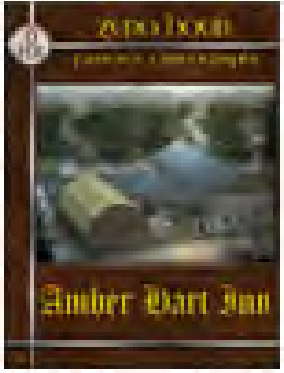
The purpose of this document is to show you what you can expect should you choose to invest in this product. The images on the following two pages are low-resolution “print preview” screen captures meant to provide a general idea of what is inside the book.

Specifically, this is what you’re looking at:

- **Page 3:** Main Book. This provides a brief description of the location and possible occupants, followed by the map broken into printable pages. The maps are at 1 inch = 5ft scale with a grid built in. A composite map is provided so it is easy to put the pieces together, and a larger version of the exterior art (from the cover) is included.
- **Page 4:** Printer Friendly Maps. Black-and-white versions of the map pages are also provided.
- **Page 5:** Sample Map. This is a single page from the color book, ready to be printed out and used with miniatures. The maps are designed to be laid end-to-end.
- **Page 6:** Summary. This is a copy of the online sales page (which you probably read before coming here).

The product also includes a poster-sized .jpeg image (24x36 at 150 dpi) for your use. This image is similar to the composite map from the main book, though with smaller labels.

Thank you for taking the time to explore this product. I hope that it, and other *Ki Ryn Studios* offerings can be of service in your game.

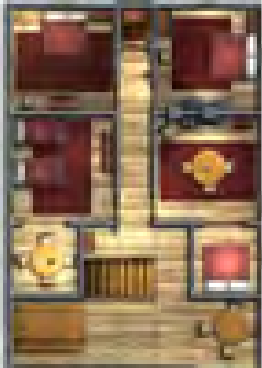
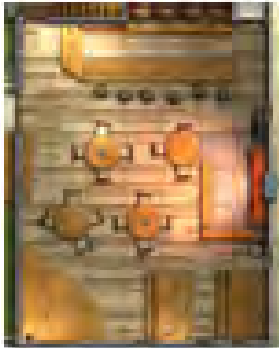
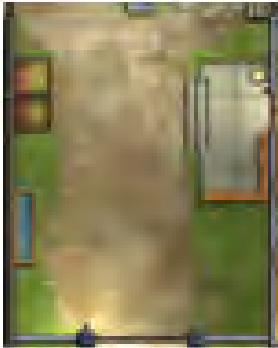
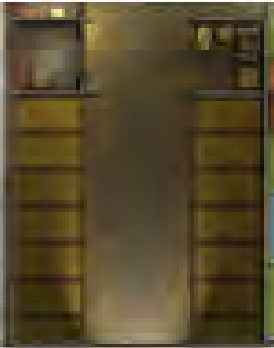
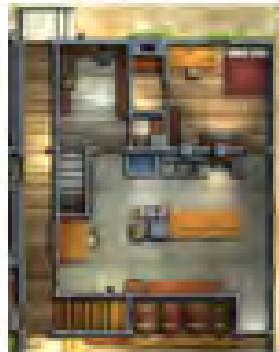
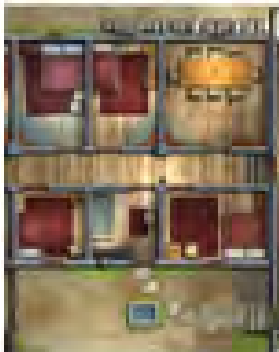
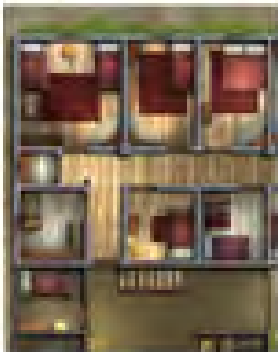
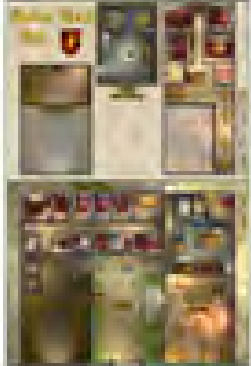


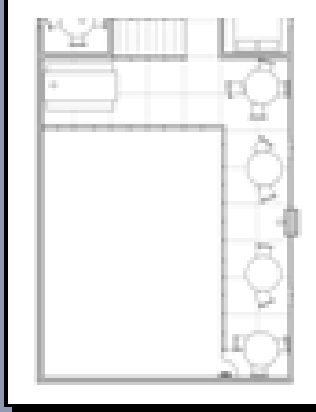
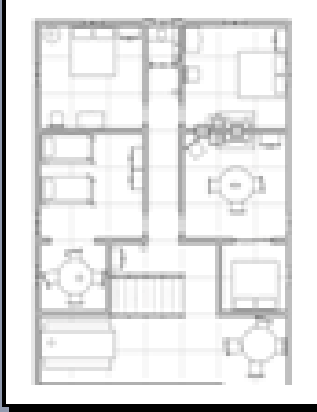
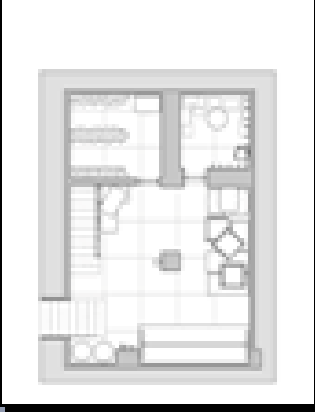
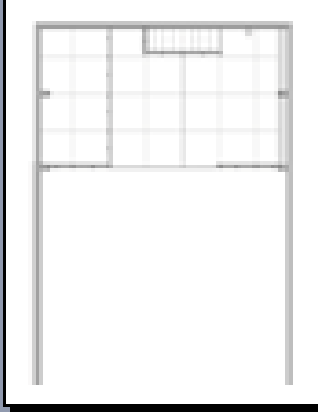
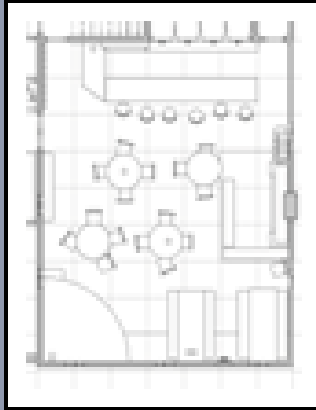
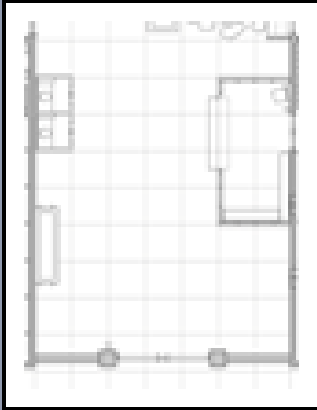
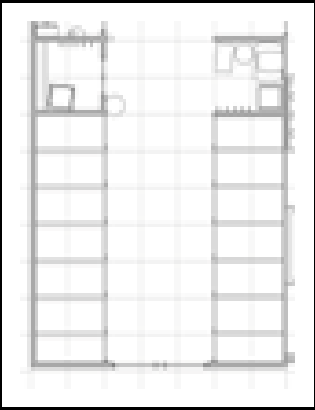
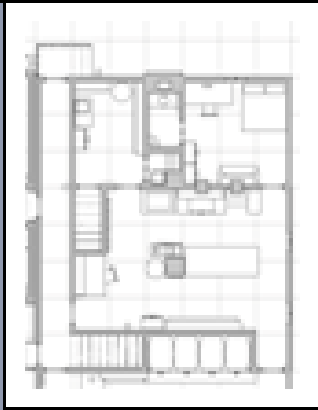
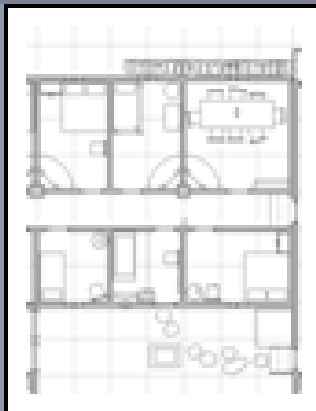
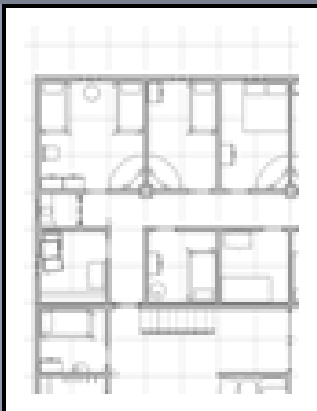
Amber Dart Inn  
A Novel  
by [illegible]



CHAPTER I  
The first thing I noticed when I stepped out of the inn was the smell of rain. It was a warm, earthy scent that had been building up for days. I had heard that the weather in the mountains was unpredictable, but I had never experienced it firsthand. The rain was not just a nuisance; it was a part of the landscape, a constant reminder of the wild and untamed world that surrounded the inn.

The inn was a small, cozy place with a thatched roof and a chimney that smoked steadily. The interior was simple but comfortable, with wooden floors and walls. I had heard that the inn was run by a family of blacksmiths, and I was not disappointed. The innkeeper was a friendly man who had a warm smile and a kind heart. He had been in the business for many years and had a deep knowledge of the area. He had a good eye for a bargain and a good sense of humor. I had heard that the inn was a good place to stay, and I was not disappointed. The inn was a good place to stay, and I was not disappointed.







*0 HR: Fantasy Cartography*

## **Amber Hart Inn**

Near a crossroads deep with the woods, the Amber Hart Inn is a home to travelers, mercenaries, and those seeking to avoid the law. With a spacious tavern, ample stables, and a variety of rooms, all of the amenities can be found here. Whether you are meeting someone for business or just passing through, you'll find a warm seat by the hearth and a tall flagon of ale waiting for you.

The first in the new set of "Zero Hour" map products, the Amber Hart Inn is a classic location suitable for any medieval or fantasy setting. While the map has a 1 inch grid built into the art, there are no system-specific game stats given. This is an edition-independent product focusing on cartography. A vibrantly rendered location is provided - ready to be customized to your rule system and story.

This product includes the following:

- An overview of the location and its occupants.
- Full color, miniature-scale map broken into 10 pages for easy printing.
- Black and white versions of the map pages.
- A 24x36 inch, 150 dpi, color JPEG image of the inn at 1 inch = 5 feet scale (sample image below).

The Amber Hart Inn can provide a welcome refuge between adventures, or a location for the adventure itself. When its time to play, *Zero Hour* cartography is ready!

